

N-GAGE www.n-gage.com
NOKIA

Single Player

Multiplayer

Bluetooth

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N·GAGE

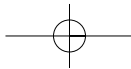
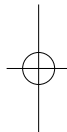
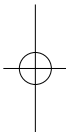


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Printed in China

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for the MLB Slam. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

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Inserting the N-Gage Game Card

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).





Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

Bluetooth Multiplayer Game Play*

* To play the game with other users in Bluetooth multiplayer mode, all participants need to have a copy of the game card.

Using the N-Gage Controls

Controller Key

8-way navigation.

Press to activate or select

Game Keys



Clear Key

Menu Key

Opens the main Menu, a list of applications

Edit Key

Left & Right Selection Keys



Designed for Nokia N-Gage Game Deck

1. Play Ball

Welcome

Welcome to MLB Slam! for the Nokia N-Gage game deck. Do you have the right stuff on the mound and behind the plate to give your team the win? Do you know how to manage your lineups and field positions to play to your strengths and take advantage of your opponent's weaknesses?

Do you want to play ball? Well, let's get started:

In-Menu

Next/Resume/Accept



Back



Select



Scroll through menus

In-Game**At Bat**

Go to in-game menu



Set batting target



Select base runner to steal base



Swing



Bunt



Switch between power/regular hit

Pitching

Go to in-game menu



Set pitching target



Throw to base



Select pitch, release pitch



Cancel pitch selection

Fielding

Go to in-game menu



Go to in-game menu



Move



Throw to that base

Base Select

First base



Second base



Third base



Home Plate

2. Play MLB Slam!

Starting a Game

MLB Slam! offers six different baseball games for a wide variety of baseball gameplay.

During bluetooth multiplayer, unfinished games are saved on the host player's game deck.

Quick Match

Play a Quick Match game for a fast and enjoyable baseball experience. The teams are randomly assigned.

Set your difficulty level, choose to play as the Visiting or Home team, and play ball!

Spring Training

Play a Spring Training game and choose your teams. Both teams use the latest MLB rosters and statistics.

NOTE: This game uses official licensed stats of the 2003 season from STATS Inc. and the MLBPA. These stats are representative of the league standings as of August 26, 2003 and are not complete.

Full Season

Play a full (162 games) season of baseball to really get a feel for the game. The Season game mode follows the official 2003 schedule, including all inter-league games - and the World Series! You begin with one of the Opening Day MLB rosters (or your very own Dream Team!) and player statistics, and then play through the season. The player statistics change to reflect their performance under your control!



The Season game mode includes more settings than any other game mode. In addition to setting your Batting Order and Field Lineup, you can review your team's standings in the division and the league, and view your team's schedule and past results.

If you don't want to play through a game, select Simulate in the Game Summary screen to have MLB Slam! determine the game result based on team statistics. The results may take you by surprise!

Playing Season games earns you points towards your Dream Team budget. For more information, see Dream Team.

World Series

Want to experience the thrills of the World Series without having to play a full season? Simply select this option, pick a team and see how far you can make it!

Homerun Derby

Play the Homerun Derby to test your skills at the plate. Choose a team and the best hitter on the team steps up to the plate and tries to hit the ball out of the park. Every hit that is not a home run is counted as an out.

After ten outs, the opposing team takes a turn at bat and displays the results for the round.

Continue taking turns for the full three rounds, and compare scores at the end of the game.

2 Player Game

Play head-to-head with a friend over a Bluetooth connection. Both players choose their teams. One player chooses to host the game and the other chooses to join the game.

The host player is the Home team, and the joining player is the Visiting team.

Resuming a Game

MLB Slam! saves one unfinished game for each game mode. To continue an unfinished game, select Resume from the main menu. The Resume screen appears.

Select the game mode you want to continue.

Levels of Difficulty

There are three levels of difficulty in MLB Slam!:

- Rookie (Easy)
- Pro (Normal)
- All-Star (Hard)

The difficulty level affects the size of your batting zone.




Settings

You can change your starting Batting Order and Field Lineup in the Settings menu.

Changing Batting Order

Select Batting Order from the Settings menu. The Set Batting Order screen appears.

The players are listed in the current MLB starting batting order. Players are identified by name, position, and batting average (AVG).

To change the batting order, highlight the player you want to move and press the  key. Then, use the  key to highlight the player's new position, and press the  key again. The two players change places in the batting order.

You can only change the starting batting order before you begin the game. To change the batting order when the game is in progress, you must substitute other players on the roster for your starter. The new player takes the old player's position in the field. Once a player is removed from the order, they cannot return to the game.




Changing Field Lineup



Select Field Lineup from the Settings menu. The Set Field Lineup screen appears.

The players are listed in the current MLB starting field positions. Players are identified by name, position, and batting average (AVG) for hitters,


or earned run average (ERA) for pitchers.



To change the field position, highlight the player you want to move and press the  key. Then, use the  key to highlight the player's new position, and press the  key again. The two players change places in the batting order.

You can only change the starting field lineup before you begin the game. To change the field lineup when the game is in progress, such as when you want to change pitchers, you must substitute other players on the roster for your starter. The new player takes the old player's position in the batting order. Once a player is removed from the field lineup, they cannot return to the game.

Offense

At the Plate (Hitting)

Use the  key to move the batting target while the pitcher winds up and throws. The size of the batting target changes according to the difficulty level.

Press and release the  key to hit the ball. Press and hold the  key to hold the bat in a bunting position, and release when the ball crosses the plate.

After you hit the ball, you automatically take the correct number of bases for a single, double, triple, or homerun.

Want to try your hand at a homerun? Go for the power hit by pressing the **[E+]** key. The target will become smaller but the hit will be harder, thus giving you a better chance to clear the fence.

On the Bases (Running)

Use the **[D]** key to move your players around the bases. After hitters hit the ball, they automatically advance the correct number bases. Press the direction on the **[D]** key corresponding to the base you want the runner to reach. You can force a runner to attempt to reach extra bases, or you can return a runner back to their base.

To steal a base with a hitter at the plate, wait until the pitcher throws the ball and press and hold the **[U+]** key and then press the direction on the **[D]** key corresponding to the runner you want to advance. The runner advances to the next base if that base is clear.

For example, if you have a runner on second and you want that runner to steal third, wait for the pitcher to throw the ball, then press and hold the **[U+]** key, press Up on the **[D]** key. The runner on second attempts to steal third base.

If you had a runner on first, and you want that runner to steal second, press and hold the **[U+]** key, and then press Right on the **[D]** key. The runner on first attempts to steal second base.

Defense



On the Mound (Pitching)





The Pitch menu displays the pitcher's set of pitches and indicates the pitcher's current stamina.

Use the **[D]** key to highlight your pitch type from the Pitch menu and press the **[E+]** key. The Power bar appears. Use the **[D]** key to move the pitch target within the strike zone. You can aim outside the strike zone.

Press and hold the **[E+]** key to set the Pitch power. The higher the Pitcher power, the harder the ball is thrown, which increases the speed of the ball and affects the curve of the ball's flight. Release the **[E+]** key to throw the ball.




To pick off a runner on a steal attempt, press and hold the  key and then press the direction on the  key corresponding to the runner to want to pick off.


For example, if there is a runner on second and you want to throw to second, press and hold the  key and press Up on the  key. The pitcher throws to second base.

In the Field (Fielding)

If a player hits the ball, the destination of the ball is shown by a green target in the field. The player nearest to the ball is highlighted in green.

If the highlighted player is no longer closest to the ball, press any number key to select the player closest to the ball.

Use the  key to move the player towards the destination to either catch or pick up the ball. Use the  key to choose the base to which the player throws the ball, and press the  key to throw.

Use the  key to move the player to tag the runner or the appropriate base to get the out.

Ending the Game

If you return to the main menu before the current game is finished, MLB Slam! automatically saves your game.

When the current game is complete, the Game Result screen appears and shows the scoreboard result. Select Menu to return to the main menu.

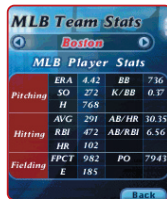
3. Statistics

MLB Slam! tracks two sets of statistics: Game Statistics, which track your performance in the game; and MLB Statistics, which contain the official roster and player statistics obtained from Major League Baseball.

Game Statistics

Game statistics track how well you play MLB Slam! in each game mode. Select your game mode from the Statistics menu, and review the following statistics:

- Games Played
- Wins
- Runs For
- Runs Against
- Hitting Average (AVG)
- Earned Run Average (ERA)
- Fielding Percentage (FPCT)
- Strikeouts
- Homeruns
- Stolen Bases



MLB Team Stats				
Boston				
MLB Player Stats				
Pitching	ERA	4.42	BB	736
	SO	272	K/BB	0.37
	H	768		
Hitting	AVG	291	AB/HR	30.35
	RBI	472	AB/RBI	6.56
	HR	102		
Fielding	FPCT	982	PO	7943
	E	185		

MLB Statistics

The MLB Statistics sections contain official and current MLB team rosters and player's statistics. These statistics are used throughout MLB Slam!, and can be consulted independently.

MLB Team Statistics

The MLB Team Statistics screen shows the average statistics for the selected team in three categories: pitching, hitting, fielding.

The Pitching statistics are:

- ERA (Earned Run Average)
- SO (Strikeouts),
- BB (Walks)
- K/BB (ratio of Strikeouts and Walks)
- H (Hits surrendered)

NOTE: This game uses official licensed stats of the 2003 season from STATS Inc. and the MLBPA. These stats are representative of the league standings as of August 26, 2003 and are not complete.

The Hitting statistics are:

- AVG (batting average)
- RBI (Runs Batted In)
- HR (Home Runs)
- AB/HR (At-bats per Home Run)
- AB/RBI (At-bats per Run Batted In)

The Fielding statistics are:



- FPCT (Fielding Percentage)
- E (Errors)
- PO (Put-outs)

Use the Left and Right Selection Keys to select another team.

To review the statistics for an individual player on the team, select MLB Players Statistics.

MLB Player Statistics



The MLB Player Statistics screen shows the statistics used in the MLB Team Statistics screen for each individual player.

Use the Left  and Right  Selection Keys to show the statistics for another player on the team.

To view the complete statistics for the players, select MLB Player Details.

MLB Player Detail Statistics

The MLB Player Detail Statistics screen shows the complete player statistics for the player in three areas: pitching, hitting, and fielding.

Use the Left  and Right  Selection Keys to show the statistics for another player on the team.

4. Dream Team



Players can draft and manage their own Dream Team of baseball players, which they can use to play in all game modes except the Exhibition mode.

Players draft and trade players over the course of the game, but must stay within their budget. Players can earn budget points for their Dream Team by playing in Season mode.

You can only manage one Dream Team at a time.

Managing the Team

Players start with a budget of \$45,000, which they can use to build a 15-person roster. They need at least one player for each position, and must have at least 3 pitchers.

Dream Team Screen

There are many items on the Dream Team screen, each one allowing the player to change aspects of the team or obtain basic information.

- **Team Color:** The team uniforms and schedule the Dream Team will play under. Note that the real team whose colors you are using will not be playing during the Dream Team's season.
- **Statistics:** The cumulative statistics of your Dream Team.
- **Team Value:** The total value of all your players.
- **Cash Available:** The amount of money available to purchase new players.
- **Buy Player:** This brings you to a sub-menu where you are able to purchase any players in the Major League. The players are presented by team. Use the to purchase the highlighted player. The value of any given player is given at the bottom of the screen, along with your remaining budget. Alternatively, you can also press the key to get more details on the player, and then purchase the player from the Detail view.
- **Sell Player:** The list of players on your current Dream Team appears. The sale value of the highlighted players is shown at the bottom of the screen. The sale value of a player is less than the purchase value. Press the to sell the highlighted player, or press the key to view the player's details. You can sell the player from Detail view.
- **See Current Team:** Shows your current Dream Team. Press the key to see the details of the highlighted player, or press the to set your batting order and player position.

Earning Dollars

You earn dollars for your Dream Team budget based on your performance in Season mode according to the level of difficulty.

At the Rookie level, you earn 100 dollars for every win, homerun, stolen base and strikeout. You earn a 50 dollar bonus for each game in a winning streak.

At the Pro level, you earn 200 dollars for every win, homerun, stolen base and strikeout. You earn a 100 dollar bonus for each game in a winning streak.

At the All-Star level, you earn 300 dollars for every win, homerun, stolen base and strikeout. You earn a 150 dollar bonus for each game in a winning streak.

Draft Values

The Draft Value for a player in MLB Slam! is determined by that player's current MLB statistics. Average players have a Draft Value of 3000 points. Above- or below-average players have a proportionately higher or lower draft value.



For example, a pitcher with an ERA that is half the league average has a draft value of 6000 points,

while a hitter with an AVG that is half the league average has a draft value of 1500 points.

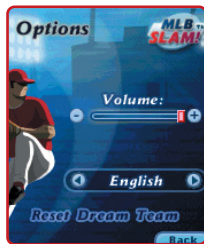
Statistics

Review your Game statistics and Dream Team statistics by selecting Statistics in the Dream Team menu.

5. Options

Select Options from the main menu to open the Options screen. Use the  key and press the  key to change the following options:

- Volume
- Language Setting
- Reset Dream Team



6. Credits

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Register Your Game Online

To register, go online at: www.n-gage.com

...and now, *GET READY TO N-GAGE!*

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